

## Software In Days How Agile Managers Beat The Odds Delight Their Customers And Leave Compeors In The Dust

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A radical approach to getting IT projects done faster and cheaper than anyone thinks possible Software in 30 Days summarizes the Agile and Scrum software development method, which allows creation of game-changing software, in just 30 days. Projects that use it are three times more successful than those that don't.

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Coauthor Jeff Sutherland was cosigner of the Agile Manifesto, which marked the start of the Agile movement; Software in 30 Days is a must-read for all managers and business owners who use software in their organizations or in their products and want to stop the cycle of slow, expensive software development. Programmers will want to buy copies for their managers and their customers so they will know how to collaborate to get the best work possible.

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The Agile and Scrum software development method allows creation of the game-changing software you need to grow your business - in 30 days or less. Projects that use it are three times more successful than those that don't, and the produ A Radical Approach to Fast, Valuable, and Low-Risk Software Development

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Instead, modern software is built by Agile teams who test the software as it is being written, both in terms of its immediate function and in terms of how it will interact with the rest of the...

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This is what Agile does in the Software Development industry -dividing your tasks into small bits and managing them in a short period. Agile Process The agile model adopts iterative development, and each iteration is designed to be small and manageable that can be delivered in a specific short period of time. i.e., a week or a couple of weeks.

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Scrum is the most commonly used agile method. It allows a highly structured model with clearly defined roles and responsibilities. This can be particularly useful for traditionally structured...

*Agile methods: an introduction - Service Manual - GOV.UK*

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When using agile development, teams generally deliver a working piece of software at the end of each sprint as a release (or version). However, when you're long-term planning and roadmapping, you need to define some rough release points on your roadmap, so you can estimate release dates over the next quarter.

*Long-term agile planning - 8 steps to get started*

Coauthor Jeff Sutherland was cosigner of the Agile Manifesto, which marked the start of the Agile movement; Software in 30 Days is a must-read for all managers and business owners who use software in their organizations or in their products and want to stop the cycle of slow, expensive software development. Programmers will want to buy copies for their managers and their customers so they will know how to collaborate to get the best work possible.

*Software in 30 Days | Wiley Online Books*

• My ideal days cannot be added to your ideal days • Ideal days are easier to explain outside the team • Ideal days are easier to estimate at first • Ideal days can force companies to confront time wasting activities

*An Introduction to Agile Estimating and Planning*

The Agile and Scrum software development method allows creation of the game-changing software you need to grow your business--in 30 days or less. Projects that use it are three times more successful than those that don't, and the productivity gain versus traditional "waterfall" methods has been over 100 percent on many projects.

*Software in 30 Days : Ken Schwaber : 9781118206669*

Software in 30 Days: How Agile Managers Beat the Odds, Delight Their Customers, and Leave Competitors in the Dust (English Edition) eBook: Schwaber, Ken, Sutherland, Jeff: Amazon.nl: Kindle Store